



# Using Goosechase to Make Library Visits More Engaging

# Library Tours

- Many different format options
  - Scavenger hunt
  - Traditional walking tour
  - Breakouts
  - Round robin
- Varying levels of effort & success
- Need to customize tours based on age, academic level, experience, etc. of participants

# Goosechase

Interactive scavenger hunt app - available for iPhone and Android platforms

Image, text, or GPS based answers



# Tips

- Goosechase EDU - more teams
- One live game at a time with free accounts
- If possible, have participants download the app in advance
- Pre-make teams
- Rules
- Missions
- Take advantage of the activity feed to monitor/reject answers
- Practice ahead of time
- Offer prizes

Setup

GAME INFO

MISSIONS

PARTICIPANTS

START & STOP

In-Game

ACTIVITY FEED

LEADERBOARD

SUBMISSIONS

## Activity Feed



Team Jackson completed Superlab for 10 points.

Feb. 23 at 10:01am



Team Gilliam completed UNCG's History for 10 points.

Feb. 23 at 10:01am



“I’m a student. A student.”

# Setup

Be sure you have downloaded the Goosechase app and created an account. If you can't, just find someone to look on with.

Look for the game called “**UNCG MC Gold Sophomores**” and join it. The password is **mcgold**.

Choose a team (there are five) and be sure to remember what team you are on!

# The Rules

Do not run or speed walk in the library.

Use your “inside voice”.

You can ask Rachel one question as a cheat, but don't approach any other library staff or students.

Your entire group must be in each picture - you have to stay together throughout the game!

Rachel will stay in 177A with your stuff. Gather back here when the game is over.







# Leaderboard



**Gilliam**

230 points

1st



**Minerva**

230 points

1st



**McIver**

190 points

3rd



**Spiro**

190 points

3rd



**Jackson**

120 points

5th

## Send a Message

Select a Team...

SEND MESSAGE

## Manually Adjust Scores

Select a Team...

by +500

ADD BONUS

## Remove a Team

Select a Team...

REMOVE TEAM

# Average Team Scores

MC Sophomores <b>63%</b>	MC Seniors <b>72.5%</b>	FFL Students <b>55%</b>
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# Pros & Cons

- Games can be duplicated and reused
- Interactivity
- Self-led
- Easy to evaluate, measure student success
- Learning curve
- Requires instructor cooperation
- Working around paid features
- Inappropriate/wrong answers

# Image Credits

Goosechase logo:

[http://grumomedia.com/  
new-grumo-goosechas  
e-scavenger-hunts-for-  
the-masses/](http://grumomedia.com/new-grumo-goosechase-scavenger-hunts-for-the-masses/)

# Thanks!

**Any questions?**

You can find me at

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# Credits

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by [SlidesCarnival](#)
- Photographs by [Unsplash](#)